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BATTLEFIELD Special

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15th January 2024

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BATTLEFIELD

Battlefield is a series of first-person shooter video games developed by Swedish company EA DICE and published by American company Electronic Arts.

It started on Microsoft Windows and OS X with Battlefield 1942, which was first released in 2002.

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The series features a particular focus on large maps, teamwork and combined arms warfare. The PC games in the series are mainly focused on online multiplayer.

Battlefield series games usually focus on large-scale, online multiplayer battles. Playing in squads has become a major element of games in the series.

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Battlefield Time Line

Battlefield 1942 (2002) (PC)

Battlefield Vietnam (2004) (PC)

Battlefield 2 (2005) (PC)

Battlefield 2: Modern Combat (2005) (PS2/Xbox/Xbox360)

Battlefield 2142 (2006) (PC)

Battlefield: Bad Company (2008) (PS3/Xbox360)

Battlefield Heroes (2009) (PC)

Battlefield 1943 (2009) (PS3/Xbox360)

Battlefield: Bad Company 2 (2010) (PC/PS3/Xbox360)

Battlefield 3 (2011) (PC/PS3/Xbox360)

Battlefield 4 (2013) (PC/PS3/PS4/Xbox360/XboxOne)

Battlefield Hardline (2015) (PC/PS3/PS4/Xbox360/XboxOne)

Battlefield 1 (2016) (PC/PS4/XboxOne)

Battlefield V (2018) (PC/PS4/XboxOne)

Battlefield 2042 (2021) (PC/PS4/PS5/XboxOne/Xbox Series X/S)

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Besides soldiers, tanks, airplanes, and other vehicles may also participate in these battles.

The Battlefield series centrally records online stats for each player, allowing players to receive rank promotions and weapon unlocks based on their performance as well as awards such as medals, ribbons, and pins.

A class system is present within all the Battlefield games. Each class features a different type of primary weapon along with different equipment, differentiating roles on the battlefield.

The ability to engage other players in melee combat with a knife has been present in Battlefield games. Since Battlefield 2142, the series has included an award of dog tags for each player killed using a knife.

Since the introduction of Frostbite, almost fully destructible maps have become one of the most well-known features of the series.

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Development History

Battlefield 1942 was released on September 10, 2002, using the Refractor game engine, and set in World War II. It introduced the "Conquest" gameplay mode, in which players fought for "control points" throughout the map. Two expansion packs were released.

Battlefield Vietnam, released in 2004, moved the setting to the Vietnam War and was built on an updated Refractor engine with various gameplay improvements, such as the ability to fire personal weapons while seated in vehicles, and visualizing dense foliage.

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BATTLEFIELD 2

DEVELOPMENT HISTORY

The 2005 release Battlefield 2 takes place in the modern day, depicting a war between the United States and China and the fictional Middle Eastern Coalition. Despite requiring numerous patches due to a large number of bugs and glitches in the game upon its release, it was a large commercial success, selling more than 2,250,000 copies worldwide, by July 2006. One expansion pack, Special Forces, which added Russia, exclusive missions, and new weapons and gadgets, and two booster packs, Armored Fury (adding three new battles in the USA) and Euro Force (adding the European Union), were also released.

A similar game called Battlefield 2: Modern Combat was released for consoles, with a larger single-player mode but limited online play.

BATTLEFIELD 2

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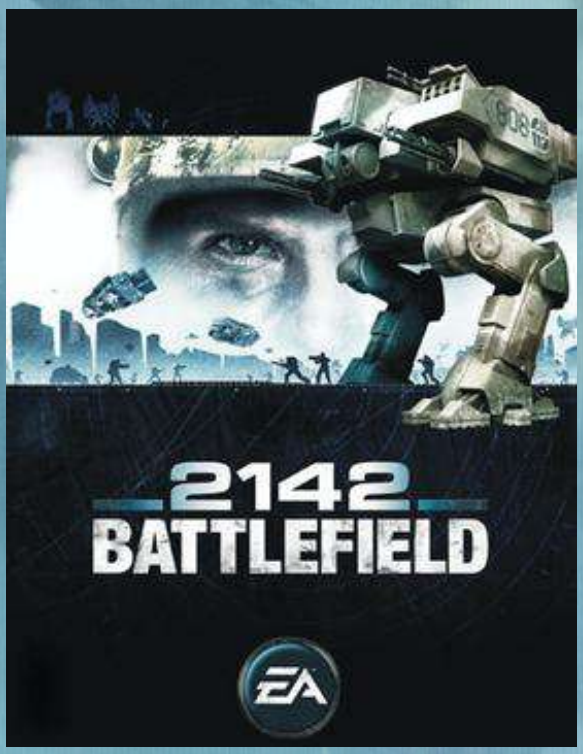
DEVELOPMENT HISTORY

2142 BATTLEFIELD



BATTLEFIELD 2142 WAS RELEASED IN 2006, TAKING PLACE DURING A GLOBAL ICE AGE IN THE 22ND CENTURY. WHILE MOST OF IT IS GRAPHICALLY SIMILAR TO BATTLEFIELD 2, IT INTRODUCED A VARIETY OF EQUIPMENT TO UNLOCK BATTLES BETWEEN TWO GIANT "TITAN" AIRSHIPS. THE NORTHERN STRIKE EXPANSION PACK WAS LATER RELEASED, ADDING NEW MAPS, VEHICLES, AND A NEW GAME MODE. ITS USE OF IN-GAME ADVERTISING WAS CONTROVERSIAL AMONG PLAYERS AND NOT WELL RECEIVED.

2142 BATTLEFIELD

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DEVELOPMENT HISTORY

Battlefield: Bad Company, released in 2008, is set in a near-future war between the United States and Russia, and follows a US Army company's escapades and their search for hidden gold. This new Battlefield game had a variety of vehicles for land, air and sea. It had a new destruction system that allowed the player to break and destroy environments, based on a new game engine named Frostbite, which replaced the Refractor engine used in earlier releases (except Battlefield 2: Modern Combat, which used RenderWare).

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DEVELOPMENT HISTORY

IN 2009, EA RELEASED TWO DOWNLOAD-ONLY GAMES, BATTLEFIELD HEROES, A FREE-TO-PLAY REFRACTOR 2 ENGINE GAME, SUPPORTED BY ADVERTISING AND MICRO PAYMENTS AND BATTLEFIELD 1943, A FROSTBITE ENGINE GAME, RELEASED IN JULY 2009, FOR XBOX 360 AND PLAYSTATION 3, AND WAS SCHEDULED FOR RELEASE IN Q1 2010, FOR PCS, BUT WAS CANCELLED.

BATTLEFIELD 1943

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DEVELOPMENT HISTORY

BATTLEFIELD BAD COMPANY 2

In 2010, a sequel to Battlefield: Bad Company, Battlefield: Bad Company 2, was released, involving "B" Company's search for an electromagnetic pulse weapon. It features a larger multiplayer than its predecessor Bad Company, with updated graphics and realistic effects (e.g. bullet-drop). The game introduced the Rush game mode and brought in weapons. It features a "VIP" system of content distribution where players with VIP codes gain early access to new maps. DICE also released an expansion for Bad Company 2, Battlefield: Bad Company 2: Vietnam, setting the game in the Vietnam War.

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BATTLEFIELD

DEVELOPMENT HISTORY

BATTLEFIELD 3

BATTLEFIELD 3 WAS ANNOUNCED IN 2009,AND IN 2010 IT WAS CONFIRMED THAT GAMERS WHO PER-ORDERED MEDAL OF HONOR LIMITED EDITION WOULD RECEIVE BATTLEFIELD 3 FORTY-EIGHT HOURS BEFORE THE OPEN BETA WAS RELEASED. ON FEBRUARY 4, 2011, THE FIRST TEASER TRAILER FOR THE GAME WAS REVEALED, WITH A PRELIMINARY RELEASE IN THE FALL OF 2011. AMONG THE FEATURES THAT REMAIN IN THE GAME ARE THE JETS AND THE ABILITY TO GO PRONE. THE GAME ALLOWS 64 (ON THE PC) PLAYERS AS IN ALL PREVIOUS BATTLEFIELD TITLES, THOUGH THE CONSOLES ALLOW FOR 24-PLAYER MATCHES. THE BATTLEFIELD 3 BETA WAS RELEASED ON SEPTEMBER 29, 2011. BATTLEFIELD 3 WAS RELEASED ON OCTOBER 25, 2011.

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DEVELOPMENT HISTORY

On November 5, 2010, EASY Studios announced a follow-up to its free-to-play Battlefield Heroes, Battlefield Play4Free. EASY develops the free-to-play variants of Battlefield. Its latest offering gives players the same free-to-play pricing structure of Heroes, while still offering a more serious, core Battlefield experience (as opposed to Heroes' lighthearted, cartoon-styled environment). Battlefield Play4Free went into open beta on April 4, 2011.

GAMER BATTLEFIELD PLAY4FREE

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BATTLEFIELD

DEVELOPMENT HISTORY

BATTLEFIELD 4 WAS ANNOUNCED ON MARCH 26, 2013. ON JULY 17, 2012, IT WAS ANNOUNCED THAT PLAYERS WHO PER-ORDER MEDAL OF HONOR: WAR FIGHTER WOULD RECEIVE ACCESS TO A BATTLEFIELD 4 BETA. THE BETA FOR THE GAME BEGAN ON OCTOBER 1 AND ENDED ON OCTOBER 15 WITH A FULL RELEASE ON OCTOBER 29, 2013.

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DEVELOPMENT HISTORY

Information about the next entry in the series, Battlefield Hard-line, was leaked on May 27, 2014, and officially unveiled on June 9, 2014, during E3. The game was developed by Visceral Games and, unlike previous installments in the franchise, is centered around a cops-and-robbers theme.

Battlefield: Bad Company 3 was an upcoming entry into the series, a follow-up to 2010's Battlefield: Bad Company 2.

BATTLEFIELD HARDLINE

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DEVELOPMENT HISTORY

BATTLEFIELD 1™

Battlefield 1 was officially announced, with an official reveal trailer on YouTube, and was released on October 21, 2016..

In a May 2018 live reveal event it was confirmed that the next installment would be a World War II game after several leaks suggested it would be set during this period, with the title revealed as Battlefield V.

Battlefield V was released later that year on November 20, 2018, while also offering certain players early access to the game as early as November 9, 2018.

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GAMER BATTLEFIELD Special

DEVELOPMENT HISTORY

Battlefield V was released later that year on November 20, 2018, while also offering certain players early access to the game as early as November 9, 2018.

Battlefield 2042 was released on November 19, 2021.

It was revealed that the game will be the first to release on PlayStation 5 and Xbox Series X|S, utilizing their processing power to feature more players than ever in the game's online portion.

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BATTLEFIELD

Special

Battlefield Review List

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- Battlefield Vietnam (2004) (PC)
- Battlefield 2 (2005) (PC)
- Battlefield 2: Modern Combat (2005) (PS2/Xbox/Xbox360)
- Battlefield 2142 (2006) (PC)
- Battlefield: Bad Company (2008) (PS3/Xbox360)
- Battlefield Heroes (2009) (PC)
- Battlefield 1943 (2009) (PS3/Xbox360)
- Battlefield: Bad Company 2 (2010) (PC/PS3/Xbox360)
- Battlefield 3 (2011) (PC/PS3/Xbox360)
- Battlefield 4 (2013) (PC/PS3/PS4/Xbox360/XboxOne)
- Battlefield Hardline (2015) (PC/PS3/PS4/Xbox360/XboxOne)
- Battlefield 1 (2016) (PC/PS4/XboxOne)
- Battlefield V (2018) (PC/PS4/XboxOne)
- Battlefield 2042 (2021) (PC/PS4/PS5/XboxOne/Xbox Series X/S)

GAMER BATTLEFIELD

GAMER BATTLEFIELD Special

Battlefield 1942 (2002)

Players are dropped into the middle of a World War II battlefield and forced to find a path to victory both for themselves and for the soldiers on their side.

While the game has a single-player component, it's the multiplayer mode that's the bigger focus as 64 players can shoot it out in a variety of WWII theaters.

The action takes place on land, in the air and on the sea. While your main means of transportation is the trusty boot, there are also 32 controllable vehicles in the game that run the from jeeps to trucks, planes to boats.

GAMER Review

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BATTLEFIELD

Special

In-game, players assume the role of one of five classes of infantry: Scout, Assault, Anti-Tank, Medic, and Engineer. Players also have the ability to fly various World War II fighter aircraft and bombers, navigate capital ships, submarines, and aircraft carriers, man coastal artillery defenses, drive tanks, APCs and jeeps, and take control of anti-aircraft guns and mounted machine guns.

Each battle takes place on one of several maps located in a variety of places and famous battlefields in all of the major Theaters of World War II: the Pacific, European, North African, Eastern, and Italian Fronts. Combat is between the Axis Powers and the Allies.

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GAMER BATTLEFIELD Special

Upon release, Battlefield 1942 received generally favourable reviews, with particular praise directed towards the innovative gameplay, multiplayer, and World War II theme.

Since its release, the game has spawned numerous sequels and spin-offs, which became part of what ultimately would become the Battlefield game series.

Battlefield 1942 features combat both as infantry and in vehicles.

The gameplay of Battlefield 1942 generally has a more cooperative focus than previous games of this nature, as it is not only important to kill the opposition but to also hold certain "control points" around the map.

GAMER **Review**

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Capturing control points allows the team to reinforce itself by enabling players and vehicles to spawn in a given area. Additionally, capturing and controlling control points also reduces enemy reinforcements.

Battlefield 1942 was one of the first mainstream games to represent a dramatic shift in FPS gameplay mentality not only favoring individualism but simultaneously encouraging teamwork and coordination.

Summary

Battlefield 1942 On Release was a Groundbreaking Video game that set the standard and was the blueprint for many FPS that followed the game.

GAMER **Review**

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Battlefield Vietnam (2004) (PC)

Battlefield Vietnam is a first-person shooter video game developed by Digital Illusions CE and published by Electronic Arts for Microsoft Windows.

It is the second installment of the Battlefield franchise, coming after Battlefield 1942.

Battlefield Vietnam takes place during the Vietnam War and features a large variety of maps based on historical settings, such as the Ho Chi Minh Trail, Battle of Hue, Ia Drang Valley, Operation Flaming Dart, the Battle of Khe Sanh and Fall of Saigon.

GAMER Review

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BATTLEFIELD

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In the game's playable maps, the player's primary objective is to occupy Control Points to enable allies and controllable vehicles to spawn.

Battlefield Vietnam employs similar point-by-point objectives to its prequel, Battlefield 1942, as well as a form of asymmetrical warfare gameplay.

The two teams, the U.S. and North Vietnam, are provided different equipment and vehicles. The U.S. relies on heavy vehicles, employing heavy tanks, helicopters, and bombers. The Vietnamese rely on infantry tactics, utilizing anti-tank weapons

GAMER Review

GAMER BATTLEFIELD Special

Similar to previous games in the Battlefield series, spawn tickets (reinforcements) play a vital role in defeating the opposing team.

The game introduced several vehicle improvements over the prequel, such as air-lifting vehicles and working vehicle radios.

The radios feature 1960s music and an option for the player to import their own audio files into a designated directory.

Unlike the prequel, players are able to fire their weapons from vehicles when in the passenger seat of a vehicle.

The game is the first in the Battlefield series to utilize a 3D map, allowing players to see icons that represent the position of control points or friendly units.

The game received generally favorable reviews and was considered a great addition to the Battlefield franchise.

GAMER Review

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BATTLEFIELD

Special

Battlefield 2 (2005) (PC)

Battlefield 2 is a first-person shooter video game developed by Digital Illusions CE and published by Electronic Arts for Microsoft Windows. It was released in June 2005 as the third game in the Battlefield franchise.

The single-player aspect features missions that involve clashes between U.S. Marines, China and the fictional Middle Eastern Coalition.

The multiplayer aspect of the game allows players to organize into squads that come under the leadership of a single commander to promote teamwork.

BATTLEFIELD 2

Review

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BATTLEFIELD Special

The story takes place in the early 21st century during a fictional world war between various power blocs: China, the European Union, the fictional Middle Eastern Coalition, Russia and the United States.

Battlefield 2 is a sequel to Battlefield Vietnam, with many changes to the popular gameplay of the original.

Many of these new gameplay features were added to the game with teamwork and collaboration in mind.

The new game engine includes improved physics, dynamic lighting, and more realistic material penetration.

BATTLEFIELD 2

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Review

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BATTLEFIELD

Special

A single-player mode with three difficulty levels is included. Both player modes use the same maps and use Battlefield's conquest game mode.

Single-player mode allows 16 computer-controlled players while Internet mode allows up to 64 players.

Players can choose to play as the United States Marine Corps, the People's Liberation Army, or the "Middle Eastern Coalition". Additional factions are playable through the expansion packs, such as the European Union.

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BATTLEFIELD 2

Review

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BATTLEFIELD Special

Progress in the game is made via promotions which allow additional weapons to be unlocked.

BATTLEFIELD 2

Battlefield 2's two game modes are Conquest and Cooperative. The only difference between the two modes is that Cooperative includes computer-controlled players, whilst Conquest allows only human players. Results from Cooperative mode do not count toward global player statistics.

The game received widespread critical acclaim.

BATTLEFIELD 2

GAMER Review

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BATTLEFIELD

Special

Battlefield 2: Modern Combat (2005) (PS2/Xbox/ Xbox360)

Battlefield 2: Modern Combat is a first-person shooter video game in the Battlefield series, developed by DICE and published by Electronic Arts. Modern Combat is the first Battlefield game for video game consoles and the first to offer a full single-player campaign. Despite its name the game is neither a port nor a spin-off of Battlefield 2 which was in development at the same time.

The game was titled Battlefield: Modern Combat until shortly before release when the numeral was added to evoke a connection with the PC game Battlefield 2 in an attempt to boost sales.

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BATTLEFIELD 2 MODERN COMBAT

Review

GAMER BATTLEFIELD Special

The game was initially released for PlayStation 2 and Xbox in 2005.

BATTLEFIELD 2 MODERN COMBAT

In 2006, an updated version of the game was released for the Xbox 360 featuring improved graphics and online features.

The single player campaign game revolves around a fictional war between NATO and China that takes place in Kazakhstan.

The Multiplayer mode offers two game modes, Conquest, returning from previous games in the series, and the new Capture the Flag game mode. Both support a total of 24 players.

Battlefield 2: Modern Combat received "generally favorable reviews" on all platforms.

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BATTLEFIELD 2 MODERN COMBAT

Review

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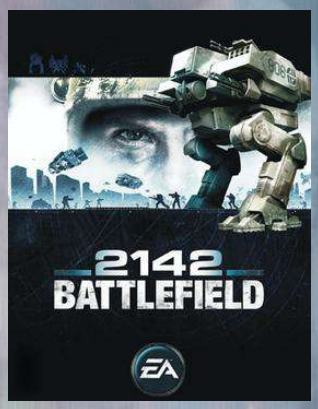
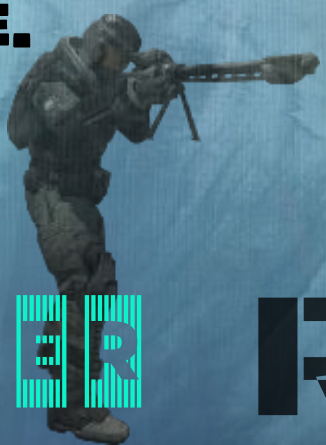
Battlefield 2142 (2006) (PC)

Battlefield 2142 is a 2006 first-person shooter video game developed by DICE and published by Electronic Arts.



It is the fourth game in the Battlefield series.

Battlefield 2142 is set in 2142, depicting a war known as "The Cold War of the 22nd Century", in which two military superpowers – the European Union and Pan Asian Coalition– battle for the remaining unfrozen land during a new ice age.



GAMER Review

GAMER BATTLEFIELD Special

_2142_ BATTLEFIELD

The game was designed primarily for multiplayer gameplay and allows for a maximum of 64 players on a server or a maximum of 16 players in single player mode against bots on Conquest mode.

It has its own ranking system to keep track of the user's statistics similar to the one used in its predecessor, Battlefield 2.

It opens up new categories of vehicles and weapons not seen in Battlefield 2. Battlefield 2142 has an unlock system that allows the player to choose a new unlock every time they achieve a new rank instead of forcing the player to purchase items.

A booster pack called Northern Strike contains new maps, unlocks, and vehicles; a deluxe edition was released that contains Battlefield 2142 and Northern Strike.

Battlefield 2142 shipped with dynamic in-game advertising and there was a vocal backlash against this element of the game by some gamers at the time.

GAMER Review

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BATTLEFIELD

Special

Battlefield: Bad Company (2008) (PS3/Xbox360).

Battlefield: Bad Company is a first-person shooter video game developed by DICE and published by Electronic Arts for the PlayStation 3 and Xbox 360.

Bad Company is unique in the series in that it was developed for consoles and features a full single player campaign with characters, as opposed to previous titles which were mostly released for Windows and featured warfare focused on multiplayer with large numbers of players. The game also emphasizes squad-based combat, while retaining the vehicular and large scale warfare of the series in multiplayer.

GAMER Review

GAMER BATTLEFIELD Special

The game applies some new features to the franchise, including a highly destructible environment such as blowing walls through houses.

DICE debuted its studio developed Frostbite engine with the game which allows for the high destructibility, and the engine has since been updated to run later titles.

Bad Company received mostly positive reviews from critics, who praised the story's humor and technical aspects such as sound, atmosphere and the game engine.

Battlefield: Bad Company received positive reviews. Professional reviews for the game have been very positive.

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Battlefield Heroes (2009) (PC)

Battlefield Heroes was a 2009 third-person shooter video game initially developed by DICE, further developed by Easy Studios, and published by Electronic Arts for Microsoft Windows.

A free-to-play spin off of the Battlefield series, Battlefield Heroes was designed to be less demanding on computer specifications than the previous games in the series.

This change was made to increase the player base as well as to match players of similar skill levels together for fairer play.

BATTLEFIELD heroes™

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Review

GAMER Battlefield Special

Heroes was the first Battlefield game to be made under Electronic Arts' "Play 4 Free" model, which saw the game released for free with revenue generated from advertising and micro payments.

Advertisements appeared on the website and in game screens, although no ads appeared while playing. Micro payments could be made for additional items to customize the appearance of a player's avatar or to buy stronger weapons.

GAMER Review

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BATTLEFIELD

Special

There were several vehicles in the game, all patterned after real vehicles of the Second World War.

Include "light tanks", M4 Sherman and the Panzer III/IV.

Wheeled Vehicles in the game were patterned after the Kubelwagen and the Willys Jeep.

In addition to the vehicle's driver, all Battlefield Heroes vehicles had passenger slots, allowing multiple players to be in the same vehicle at the same time.

Battlefield Heroes received mixed to positive reviews.

BATTLEFIELD heroes™

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Review

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Battlefield 1943 (2009) (PS3/ Xbox360)

BATTLEFIELD 1943

Battlefield 1943 is a first-person shooter video game developed by DICE and published by Electronic Arts for Xbox 360 and PlayStation 3 through digital distribution.

It takes place in the Pacific Theater of Operations of World War II. A Microsoft Windows version was planned but later cancelled.

Battlefield 1943 casts players as either being Marines with the United States Marine Corps or the Imperial Japanese Navy with up to 24 players on three maps: Wake Island, Guadalcanal, and Iwo Jima.

The game received generally favorable reviews.

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BATTLEFIELD

Special

Battlefield: Bad Company 2 (2010) (PS3/Xbox360).

Battlefield: Bad Company 2 is a first-person shooter video game developed by DICE and published by Electronic Arts for Microsoft Windows, PlayStation 3, Xbox 360.

It is a direct sequel to Battlefield: Bad Company and is part of the Battlefield game series.

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Review

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The game is primarily a squad-level first-person shooter based in a contemporary modern warfare setting. Additionally, the game includes a single-player campaign, where the player re-assumes the role of Preston Marlowe, the protagonist of the original game.

The game's Frostbite 1.5 engine allows for destructible environments.

Bad Company 2 heavily emphasizes destructible environments.

A PC version was planned, but was cancelled.

BATTLEFIELD
BAD COMPANY 2

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Bad Company 2 is set in the near future during the fictional Second Russo-American War between the United States and Russian Federation, the latter supporting the fictional Latin American Militia, a rebel group operating in South America.

The game begins in October 1944, as a group of US commandos infiltrate an Imperial Japanese Naval Landing Forces-controlled island in the Sea of Japan.

In the near future, Russia has invaded Europe and Alaska while supporting China's fight in Asia and arming a South American militia.

The game was met with positive reception.

BATTLEFIELD
BAD COMPANY 2

GAMER **Review**

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BATTLEFIELD Special

Battlefield 3 (2011) (PC/PS3/ Xbox360)

BATTLEFIELD 3

Battlefield 3 is a 2011 first-person shooter video game developed by DICE and published by Electronic Arts for Microsoft Windows, PlayStation 3 and Xbox 360. It is a direct sequel to 2005's Battlefield 2.

Battlefield 3 features the combined arms battles across single-player, co-operative and multiplayer modes.

The game features maps set in Paris, Tehran (as well as other locations in Iran), Iraq, New York City, Wake Island, Oman, Kuwait City, and other parts of the Persian Gulf. The maps cover urban streets, metropolitan downtown areas, and open landscapes suited to vehicle combat.

BATTLEFIELD 3

GAMER Review

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BATTLEFIELD

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BATTLEFIELD 3

Battlefield 3 debuts the new Frostbite 2 engine. This updated Frostbite engine can realistically portray the destruction of buildings and scenery to a greater extent than previous versions. Battlefield 3 used a new type of character animation technology called ANT that has been used in EA Sports games such as FIFA, but for Battlefield 3 is adapted to create a more realistic soldier, with the ability to transition into cover and turn the head before the body, as well as "drag fallen comrades into safety and mount weapons on almost any part of the terrain".

Battlefield 3 received mostly positive reviews and is considered a ground breaking game in the Battlefield series.

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Battlefield 4 (2013) (PC/PS3/PS4/Xbox360/XboxOne)

BATTLEFIELD 4

Battlefield 4 is a 2013 first-person shooter video game developed by DICE and published by Electronic Arts. The game was released in October and November for Microsoft Windows, PlayStation 3, Xbox 360, PlayStation 4, and Xbox One, and is the sequel to 2011's Battlefield 3, taking place six years later during the fictional "War of 2020".

Six years after the events in Battlefield 3, a squad of US marines, codenamed "Tombstone" attempts to escape from Azerbaijan with vital intelligence about a potential military uprising in China.

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BATTLEFIELD

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BATTLEFIELD 4

Battlefield 4 featured a total of five downloadable content packs that included new maps and additions to gameplay.

China Rising

Second Assault

Naval Strike

Dragon's Teeth

Final Stand

Battlefield 4 received positive reviews and just like Battlefield 3 was a ground breaking game that set the standard for future Battlefield games.

BATTLEFIELD 4

GAMER **Review**

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Battlefield 4 was Banned in China

BATTLEFIELD 4

In late December 2013, shortly after the release of the "China Rising" Down Loadable Content pack, China banned the sale of Battlefield 4, requesting stores and online vendors to remove the game and encouraging those who have already purchased the game to remove it from their consoles and/or PCs.

The game was viewed as a national security risk in the form of a cultural invasion as the Down Loadable Content includes four maps on the Chinese mainland.

BATTLEFIELD 4

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Battlefield Hardline (2015) (PC/PS3/PS4/ Xbox360/ XboxOne)

Battlefield Hardline is a first-person shooter video game developed by Visceral Games and published by Electronic Arts. It was released in March 2015 for PlayStation 3, PlayStation 4, Windows, Xbox 360, and Xbox One.

Unlike the previous games in the Battlefield series, Hardline focuses on crime, heist and policing elements instead of military warfare.

BATTLEFIELD HARDLINE

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It is the final Battlefield game to be released for the PlayStation 3 and Xbox 360 platforms.

BATTLEFIELD HARDLINE

It was also the last game to be developed by Visceral Games before the company shut down in 2017.

The focus of the game is the "war on crime", breaking away from the military setting that characterized the series. As such, the main factions in Hardline are the police Special Response Units and criminals.

BATTLEFIELD HARDLINE

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BATTLEFIELD

Special

Many new game modes are featured in Hardline, including

BATTLEFIELD HARDLINE

Heist: The criminals must break into a cash filled vault (or as featured in some maps, blow open the doors of an armored truck) then move the cash filled packages to an extraction point; the police must stop them.

If the Criminals manage to escape by bringing all the money to the extraction point, they win.

BATTLEFIELD HARDLINE

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BATTLEFIELD HARDLINE

Blood Money:

Both factions must retrieve money from an open crate in the center of the map, then move it back to their respective side's armored truck.

Players can also steal money from the opposing team's truck.

The team that first deposits $5 million worth of money into their truck or the team with the most money under a time limit wins.

Battlefield Hardline was a refreshing break from the game and play style of Battlefield 3 and 4.

Battlefield Hardline received above-average reviews and was enjoyable game to play.

BATTLEFIELD HARDLINE

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BATTLEFIELD

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BATTLEFIELD 1™

Battlefield 1 (2016) (PC/PS4/XboxOne)

Battlefield 1 is a first-person shooter game developed by DICE and published by Electronic Arts.

It is the tenth installment in the Battlefield series and the first main entry in the series since Battlefield 4 in 2013.

Battlefield 1 received positive reviews from critics, who saw it as an improvement over the series' previous installments, Battlefield 4 and Battlefield Hardline. Most of the praise was directed towards its World War I setting, single-player campaigns, multiplayer modes, visuals, and sound design. The game was a commercial success.

BATTLEFIELD 1

GAMER **Review**

GAMER BATTLEFIELD Special

BATTLEFIELD 1™

Similar to its predecessors, Battlefield 1 is a first-person shooter game that emphasizes teamwork. It is set in the period of World War I, and is inspired by historical events. Players can make use of World War I weapons, including bolt-action rifles, sub machine guns, automatic and semi-automatic rifles, artillery, flamethrowers, and poison gas to combat opponents.

Melee combat was reworked, with DICE introducing new melee weapons such as sabers, trench clubs, and shovels into the game.

These melee weapons were divided into three groups: heavy, medium and light.

BATTLEFIELD 1™

GAMER Review

GAMER BATTLEFIELD Special

BATTLEFIELD 1

Players can also take control of various armored vehicles, including light and heavy tanks, armored trucks, cars, torpedo boats, bi- and tri-plane aircraft, an armored train, reconnaissance vehicles, a dreadnought and an M-class zeppelin, as well as ride horses into battle.

The Battlefield received positive response from the community and generally favorable reviews.

Reviewers praised the game's unique, refreshing setting, as well as the risk DICE took when developing a WW1-themed video game.

BATTLEFIELD 1

GAMER Review

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BATTLEFIELD V

Battlefield V (2018) (PC/PS4/XboxOne)

Battlefield V is a first-person shooter game developed by DICE and published by Electronic Arts. It is the eleventh main installment in the Battlefield series and the successor to 2016's Battlefield 1.

The game is based on World War II and is a continuation of its World War I-based precursor Battlefield 1. Battlefield V is focused extensively on party-based features and mechanics, scarcity of resources, and removing "abstractions" from game mechanics to increase realism.

BATTLEFIELD V

GAMER Review

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BATTLEFIELD Special

BATTLEFIELD V

There is an expanded focus on player customization through the new Company system, where players can create multiple characters with cosmetic and weapon options. Cosmetic items, and currency used to purchase others, are earned by completing in-game objectives. The game features several new multiplayer modes, including the "continuous" campaign mode "Firestorm", and "Grand Operations". The Grand Operations mode is an expansion of the "Operations" mode introduced in Battlefield 1, which focuses on matches taking place across multiple stages to simulate a campaign from the war.

BATTLEFIELD V

GAMER Review

GAMER BATTLEFIELD Special

BATTLEFIELD V

In Grand Operations, each round will have specific objectives, and performance in each stage will influence the next. If the final day ends with a close margin of victory, the match will culminate with a "Final Stand", with players fighting to the last man standing on a continually shrinking map.

Battlefield V received "generally favorable" reviews for the PC and Xbox One versions and "mixed or average" reviews for the PlayStation 4 version.

GAMER Review

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Special

BATTLEFIELD 2042

Battlefield 2042 (2021) (PC/PS4/PS5/XboxOne/Xbox Series X/S) Battlefield 2042 is a 2021 first-person shooter, developed by DICE and published by Electronic Arts.

It is the twelfth main installment in the Battlefield series and was released on November 19, 2021, for PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S. Unlike previous games in the series, Battlefield 2042 is solely multiplayer and does not have a single-player campaign.

BATTLEFIELD 2042

It features support for cross-platform play, a first in the series.

GAMER **Review**

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BATTLEFIELD 2042

Similar to its predecessors, Battlefield 2042 is a multiplayer-focused first-person shooter.

As the game is set shortly, it features futuristic weapons and gadgets like deploy-able turrets and drones, as well as vehicles that players can control.

Players can request a vehicle air-drop to any location.

GAMER Review

GAMER BATTLEFIELD Special

BATTLEFIELD 2042

The game introduced a "Plus" system which allows players to customize their weapons on the spot.

The class system is significantly overhauled and removes the four defined classes from previous games; instead, players can assume control of a specialist who falls under the four traditional Battlefield gameplay classes of Assault, Engineer, Medic, and Recon.

These characters can wield any weapons and gadgets a player has unlocked.

Each operator has unique skills and gadgets.

BATTLEFIELD 2042

GAMER Review

GAMER BATTLEFIELD Special

BATTLEFIELD 2042

Destructive environments from Battlefield 4 return in Battlefield 2042, and extreme weather effects such as tornadoes and sandstorms which may affect gameplay.

The game featured seven maps at launch, including 'Breakaway', the largest map in the history of the Battlefield franchise.

Battlefield 2042 received mixed reviews on release.

Battlefield 2042 is great game to play and has all the elements we have come to know and love from a Battlefield game.

BATTLEFIELD 2042

GAMER Review

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BATTLEFIELD

Special

Basic Classes Info

ASSAULT

With extra AR ammo and self-healing gear, the Assault class specializes in spear heading attacks. Specialists are part of this aggressive Class and can be trusted to storm into objectives. Assaults can also use demolition equipment to bring down enemy defenses, intrusive vehicles, or to open up new paths.

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Basic Classes Info

ENGINEER

With their immense repair skills, Engineers are crucial to the success of any vehicles in battle. Engineer Specialists can take down enemy vehicles from afar, fortify spaces, and provide the team with equipment useful for holding on to objectives.

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Special

Basic Classes Info

SUPPORT

Support Specialists are essential to teammates who want to stay in the fight. Reviving, resupplying ammo, and handing out surepressive equipment, Supports let fellow No-Pats engage in sustained combat.

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Basic Classes Info

RECON

If close-quarters combat isn't for you, then look to the Recon class for sniping and other vantage point abilities. look to avoid direct confrontation and instead look for backdoor opportunities for themselves and the team. Their equipment interferes with enemy systems and creates weaknesses through subversion and sharing information about enemy positions.

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BATTLEFIELD

Special

Battlefield Weapons Guide

Assault Rifle

An assault rifle is a rifle capable of automatic fire with an intermediate cartridge from a detachable box magazine.

Its cartridge falls in between the low power ammunition used in Pistols, Sub-machine Guns, and high power rifle ammunition used in Battle Rifles and many Sniper Rifles, allowing for more controllable recoil while still maintaining an effective range of several hundred meters.

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Battlefield Weapons Guide

Assault rifles are meant to be lightweight and though they are selective-fire weapons with large magazines, they do not have the thermal mass, cooling ability, or ammunition capacity to sustain a high volume of fire like a machine gun.

They have been featured in almost every installment in the Battlefield series.

Disadvantages

Outclassed by other weapon types in certain situations.

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BATTLEFIELD

Special

Battlefield Weapons Guide

Assault rifles are less accurate and damaging than sniper rifles at extreme distances, and their ability to spray enemies at close range is inferior to a shotgun blast in a confined space.

Limited ability to engage multiple opponents.
Lower suppression effect versus carbines

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GAMER BATTLEFIELD Special

Battlefield Weapons Guide

Modern carbines are shortened assault rifles, offering similar performance at close range. Assault rifles generally outperform carbines at longer range.

Disadvantages to carbines"as a result of their improved maneuverability " may be represented by longer draw time, less favorable recoil, and slower movement speed while firing the weapon.

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BATTLEFIELD Special

Battlefield Weapons Guide

VERSUS BATTLE RIFLES

Battle rifles use a full-power rifle cartridge.

Assault rifles tend to have a larger magazine capacity, higher rate of fire, and favorable recoil. However, assault rifles will generally have a lower damage model and overall damage potential per magazine.

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Battlefield Weapons Guide

Battle Rifle

A battle rifle is a rifle capable of automatic fire with a full power rifle cartridge (like the 7.62—51mm NATO) from a detachable box magazine. Battle rifles fall in between Assault rifles and fully fledged Machine Guns in terms of power, usually sacrificing control and close-quarter effectiveness for stopping power and range.

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BATTLEFIELD

Special

Battlefield Weapons Guide

Because of their effectiveness at range, battle rifles are sometimes re purposed as Designated Marksman Rifles in modern military rifles appear in many installments of the Battlefield series,

but usually are not sorted into a unique category. Instead, they are often paired together with assault rifles or Light machine guns/Squad Support weapons.

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GAMER BATTLEFIELD Special

Battlefield Weapons Guide

Battle Rifle

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Special

Battlefield Weapons Guide

Battle rifles appear many installments off the Battlefield series, but usually

are not sorted into a unique category.

Instead, they are often paired together with assault rifles or Light machine guns/Squad Support weapons.

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BATTLEFIELD Special

Battlefield Weapons Guide

Advantages

- High damage per shot
- Accurate when aimed down sight

Disadvantages

- Low fire rate
- Limited magazine
- Heavy recoil
- Inaccurate hip fire

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BATTLEFIELD

Special

Battlefield Weapons Guide

Carbine rifle

A Carbine is a shortened firearm designed for use by high-mobility and mounted troops that do not require full-sized rifles.

When cavalry was still in widespread use, the carbine offered a form factor more easily managed on horseback than full-sized muskets or rifles.

In the modern age, there is a trend towards arming infantry with carbines to balance firepower with portability.

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GAMER BATTLEFIELD Special

Battlefield Weapons Guide

The smaller size and lighter weight of carbines make them easier to handle in close-quarter situations such as urban engagements, when deploying from military vehicles, or in any situation where space is confined.

The disadvantages of carbines relative to assault rifles include inferior long-range accuracy and a shorter effective range due to their shorter barrel.

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BATTLEFIELD Special

Battlefield Weapons Guide

Larger than a sub machine gun, they are harder to use in tight encounters where superior range and stopping power at a distance are not great considerations.

Modern carbines generally utilize the same intermediate-caliber ammunition as assault rifles, giving them the advantage of standardization.

Over that may use proprietary cartridges, and have a range over sub machine guns that often use pistol ammunition.

A special class of carbines is the pistol-caliber carbine.

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Battlefield Weapons Guide

Using the same cartridges as pistols or revolvers, these weapons often feature long barrels, shoulder stocks, and extended magazines, giving them better velocity and accuracy than normal pistols while still retaining their maneuverability.

comparison advantages :

More compact and lighter than an assault rifle, granting increased mobility Have some degree of stopping power Many attachments available

Limitations: Larger than a sub machine gun Shorter effective range and less long-distance accuracy than an average assault rifle Damage falloff is more severe than an assault rifle.

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BATTLEFIELD

Special

Battlefield Weapons Guide

Designated Marksman Rifle

A Designated Marksman Rifle (DMR) is the weapon used by soldiers in the designated marksman role. The designated marksman's role fills the gap between a regular infantryman and a sniper, and DMRs have been developed with this middle-ground in mind.

These rifles have to be effective, in terms of accuracy and terminal ballistics, at ranges exceeding those of ordinary assault rifles, but do not require the extended range of a dedicated sniper rifle.

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Battlefield Weapons Guide

DMRs, however, often share some basic characteristics with sniper rifles in difference to the weapons carried by others in the designated marksman's unit.

DMRs may have an attached scope, and quickly deployed stabilizing bi-pod to allow optimized accuracy.

They will retain semi-automatic firing capability (more rapid than bolt-action sniper rifles) and a larger magazine capacity of about 10 or 20 rounds, depending on the firearm in question.

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Battlefield Weapons Guide

Battlefield 4 marks the first game in which DMRs are their own distinct category of weapons.

They are similar in ballistics and purpose to their Battlefield 3 counterparts, but are now available to all classes.

They now include the Zeroing function, and can equip accuracy-improving attachments such as the Heavy Barrel and Bi-pod,

but are limited to sights with 4x or less magnification.

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Battlefield Weapons Guide

Pistols

A pistol is a handgun with a chamber that is integral with the barrel, as opposed to a standard (single-barrel) revolver. They utilize the same cartridges as Sub-machine Guns.

Revolvers

They have been featured in every installment in the Battlefield series.

A pistol is a handgun with a chamber that is integral with the barrel, as opposed to a standard (single-barrel) revolver. They utilize the same cartridges as Sub machine Guns.

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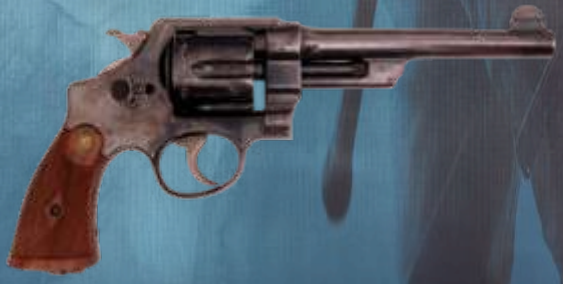
GAMER BATTLEFIELD Special

Battlefield Weapons Guide

A revolver is a repeating handgun that has a revolving cylinder containing multiple chambers and at least one barrel for firing.

It allows the user to fire multiple rounds without reloading. Each time the user cocks the hammer, the cylinder revolves to align the next chamber and round with the hammer and barrel, which gives this type of firearm its name.



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BATTLEFIELD Special

Battlefield Weapons Guide

Machine Pistols

A machine pistol is a handgun capable of fully automatic or burst fire and is chambered with pistol cartridges.

Machine pistols are sometimes classified as Sub-machine Guns because of their use of pistol cartridges and higher rate of fire yet they tend to be more compact and concealable and can be operated one-handed.

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BATTLEFIELD

Special

Battlefield Weapons Guide

Notes

Generally, handguns have fast draw time and reload time. The draw time for handguns tends to be faster than the reload times of primary weapons.

In Battlefield 3, suppression does not affect aim with a handgun, but still results in diminished vision.

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Battlefield Weapons Guide

Light Machine Guns

A Light Machine Gun is a machine gun designed to be employed by an individual soldier, with or without an assistant, as an infantry support weapon.

Note that this category is primarily a gameplay category. Some Battlefield games feature Medium Machine Guns or even Heavy Machine Guns that are classified as LMGs for gameplay reasons.

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Battlefield Weapons Guide

Machine Gun

A Machine Gun is a fully automatic firearm, usually designed to fire rounds in quick succession from an ammunition belt or magazine, typically at a rate of several hundred rounds per minute.

Machine guns are generally categorized as "light", "medium", or "heavy", and have been featured in every game in the Battlefield series to date.

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GAMER BATTLEFIELD Special

Battlefield Weapons Guide

Mounted light and heavy machine guns are attached to pedestals at fixed firing positions and vehicles that may expose the user, or remote weapon systems that allow the user to remain inside armor.

In this sense, light vehicle armor (such as on scout cars or aircraft) is capable of defending against an Light Machine Gun, while it is defeated by an heavy machine guns.

Coaxial mounted weapons are aimed by use of the main gun control, providing a secondary weapon using the same sighting system.

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BATTLEFIELD

Special

Battlefield Weapons Guide

LIGHT MACHINE GUNS

MACHINE GUN DESIGNED TO BE EMPLOYED BY AN INDIVIDUAL SOLDIER, WITH OR WITHOUT AN ASSISTANT, AS AN INFANTRY SUPPORT WEAPON.

THEY ARE THE MOST COMMON MACHINE GUN IN THE BATTLEFIELD SERIES.

LMGS TYPICALLY HAVE MUCH LARGER AMMO CAPACITY, ESPECIALLY WHEN BELT-FED. THIS ALLOWS FOR LONG PERIODS OF SUSTAINED FIRE, WHICH MAY BE COUNTERBALANCED BY REQUIRING THE WEAPON TO COOL DOWN AFTER OVERHEATING.

GAMER

GAMER BATTLEFIELD Special

Battlefield Weapons Guide

LMGs gain increased accuracy when the player crouches or prone, sacrificing mobility for control.

A well-placed machine gun can effectively control squads of enemy, making them invaluable in the defensive role.

In games featuring the bi-pod as a usable weapon accessory, accuracy and stability are greatly increased, exceeding that of other automatic weapon classes.

In some games, gain more accuracy during sustained fire.

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Battlefield Weapons Guide

Light machine guns suffer from lower than average accuracy compared to carbines and assault rifles when fired while standing.

Also, recoil is generally higher compared to their assault rifle derivatives, with extreme rates of fire also lower. Belt-fed machine guns suffer from the longest reload times of any weapon, as well as the highest hipfire spread, making them highly disadvantaged in close quarters scenarios.

Note that light machine guns as used here is primarily a gameplay category. Some Battlefield games feature medium machine guns or even Heavy machine guns that are classified as LMGs for gameplay reasons.

GAMER BATTLEFIELD Special

Battlefield Weapons Guide

Medium Machine Guns

A Medium Machine Gun or General-Purpose Machine Gun refers to a belt-fed automatic firearm firing a full-power rifle cartridge.

It may be wielded by infantry or mounted on vehicles.

In the Battlefield series, MEDIUM MACHINE GUNS used by infantry are often grouped together with light machine guns.

Battlefield V was the first in the franchise to distinguish between light and medium machine guns,

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Battlefield Weapons Guide

With the Medium Machine Gun category of weapons having the specific gameplay mechanic of preventing players from aiming down the sight of an Medium Machine Gun unless it is set up on a bi-pod, whereas LMGs not affected by this caveat.

In addition, Medium Machine Guns also suffer from a 150% recoil modifier for the first five shots of any burst. The weapon class is otherwise very similar to LMGs statistically, sharing a generic damage model and drop-off profile, and an unmodified projectile velocity of between 700 and 740 m/s.

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BATTLEFIELD Special

Battlefield Weapons Guide

A Heavy Machine Gun refers to its superior power, range, and weight over other machine guns.

They must be deployed on the field (with a nest often built around it) or mounted to a pedestal or carrier vehicle.

Some are light enough to be carried by infantry, but typically not in a usable state.

The Ganz HEAVY MACHINE GUNS and the M1917 MG are notable for being the only HEAVY MACHINE GUNS that are carried by infantry instead of being emplacements or mounted weapons.

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BATTLEFIELD

Special

Battlefield Weapons Guide

Personal Defense Weapon

A Personal Defense Weapon is a compact semi-automatic or fully automatic firearm that is, in most respects, a sub-classification of Sub machine Guns.

They fire similar ammunition to rifle rounds, giving them better range, accuracy and armor-penetrating capabilities. The class of weapon as it exists today evolved as a hybrid between a Sub machine Guns and a Carbine, retaining the compact size and ammunition capacity of the former while adding the ammunition power, accuracy and penetration of the latter.

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Battlefield Weapons Guide

They typically have the lowest hip-fire spread and reload faster than other weapons and also offer users many slots for customization to better fit both circumstances and preference.

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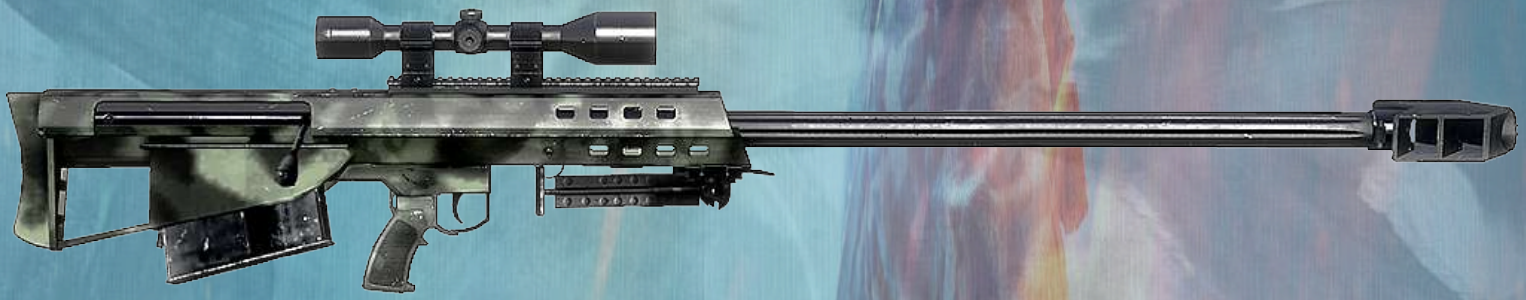
Battlefield Weapons Guide



SNIPER RIFLE

A SNIPER RIFLE IS A TYPE OF LONG RIFLE WHICH IS DESIGNED TO ENGAGE TARGETS AT EXTREME DISTANCES.

MOST SNIPER RIFLES MAKE USE OF HIGH-CALIBER AMMUNITION, ALTHOUGH THIS IS NOT NECESSARILY THE CASE, AND ARE TYPICALLY DESIGNED TO ALLOW THE USER TO MAKE HIGH-PRECISION SHOTS.

BEFORE THE ADVENT OF ASSAULT RIFLES, SNIPER RIFLES WERE TYPICALLY NO MORE THAN COMMON BOLT-ACTION OR SEMI-AUTOMATIC BATTLE RIFLES WITH AN ATTACHED SCOPE AND OTHER MINOR MODIFICATIONS.

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GAMER BATTLEFIELD Special

Battlefield Weapons Guide

Types
Bolt-Action

A bolt-action sniper rifle is a sniper rifle that utilizes bolts that are operated manually by the opening and closing of the action with a small handle, most commonly placed on the right-hand side of the weapon.

In the series, they are immensely powerful and capable of killing an enemy in one shot.

Despite this, they tend to have a slower rate-of-fire due to their bolt-action design.

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BATTLEFIELD

Special

Battlefield Weapons Guide

SEMI-AUTOMATIC

A semi-automatic sniper rifle is a rifle which makes use of an automatic re-chambering system.

These tend to be more common in Battlefield games set in the modern-day, often termed Designated Marksman Rifles.

FULLY-AUTOMATIC

A fully automatic sniper rifle is one in which the weapon fires and recharges several times without removing the user's finger from the trigger.

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Battlefield Weapons Guide

Roles

Anti-Infantry

The vast majority of sniper rifles quietly fall into this role.

While early sniper rifles merely continued the tradition of bolt-action rifles that were once standard issue, modern sniper rifles may now be conversions made more accurate than their fully-automatic counterparts, or specialty weapons purpose-built for accuracy.

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Battlefield Weapons Guide

Modern sniper rifles also need to account for the increasing effectiveness of infantry body armor, higher levels of which are now capable of stopping conventional full-power cartridges.

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Battlefield Weapons Guide

Anti-Tank

Anti-tank rifles are large-caliber guns and These weapons typically rely on brute strength to penetrate the relatively thin armor of early tank designs.

Some others relied on rounds with unusual geometry to punch through, with parts of the torn armor becoming harmful spall.

Anti-tank rifles are no longer common, as modern armor technology can now reliably defeat all conventional ball rounds.

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Battlefield Weapons Guide

Anti-Materiel

Anti-materiel rifles are an advancement of older anti-tank rifles, now relying on cartridge features such as dense materials (e.g. tungsten, depleted uranium), explosives, or other pyrotechnics.

Such improvements allow these rifles to damage or destroy materiel—vehicles, weapon caches, fuel stores, un-exploded ordnance.

While they may remain unable to deal significant damage to heavy-armored vehicles, their use is certain to deny the enemy many of the tools for waging war.

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Battlefield Weapons Guide
Designated Marksman Rifle

Main article: Designated Marksman Rifle

All classes as Designated Marksman Rifles. The exceptions are the SR338, which is more powerful and with longer effective range than DMRs, and the M82A3 Battle Pickup, with power greater than even bolt-action rifles.

Some self-loading rifles also have Marksman or Sniper variants that come with high-powered scopes, making them sniper rifles in a sense.

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Battlefield Weapons Guide

Sub Machine Gun

A sub machine gun is a shoulder fired automatic firearm and machine gun sub type designed to fire pistol cartridges from a box magazine. It combines the automatic fire of larger Machine Guns with the portability and smaller cartridge of a pistol. They are meant to be lightweight, and portable weapons suited for close range combat where they are easily maneuvered. For their efficiency and ease of use in close quarters, they sacrifice stopping power and accuracy at range.

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Battlefield Weapons Guide

Modern advances in body armor have rendered the low powered pistol rounds used largely ineffective due to their inability to penetrate.

Instead, many sub machine guns see use as personal defense weapons, often firing armor-piercing rounds, in police and paramilitary forces.

Sub machine guns have appeared in every installment in the Battlefield series and have been depicted as fully-automatic weapons, but can be fired in controlled bursts. Generally, sub machine guns are balanced to do high damage at close range with a very short damage drop off point, and most possess high spread with a relatively high rate of spread increase and a high rate of fire. This tends to limit their effectiveness over range.

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BATTLEFIELD

Special

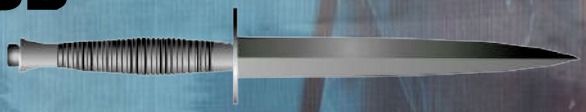
Battlefield Weapons Guide

Melee Weapon

A Melee Weapon is a weapon designed for hand-to-hand combat. Various melee weapons appear in the Battlefield series:

The Following Melle Weapons have appeared in the battlfield series of game.

- Knife
- Bayonet
- Machete
- Dagger
- Knuckleduster
- Khukri Blade
- Shank
- Club
- Spiked Club
- Shovel
- Pick-axe



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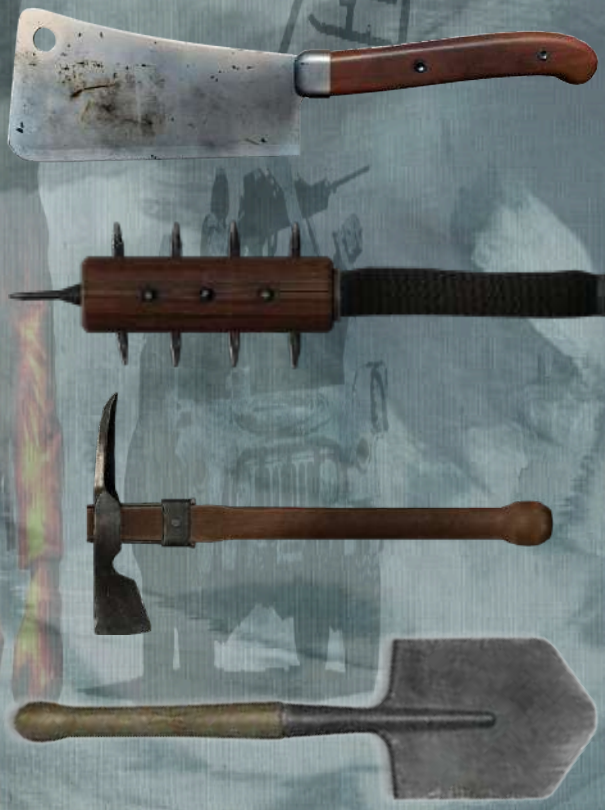
Battlefield Weapons Guide



Meat Cleaver

Russian Axe

Cavalry Sword

Cavalry Lance

Naval Cutlass

Ottoman Kilij

Yatagan Sword

Saber

Type 94 Shin Gunt A Japanese sword featured in Battlefield 1943.

Type 12 Wrench A tool in Battlefield 1943 that can also be used as a weapon in hand-to-hand fighting.

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